**Gateway Technical College**

**Kenosha Campus**

**3520 - 30th Avenue**

**Kenosha, WI 53144-1690**

**Overloading Operators**

* 1. **Computer Programming C**

The class from the previous assignment worked with classes and inheritance and pointers. In this assignment we will enhance those classes. Note: change CCircle, by making Radius a protected member instead of a private one.

Overloading

Overload the following with

1. The Insertion operator << so that a cylinder prints.

2. The + operator to add the radius and height of a cylinder.

3. The = operator to compare if 2 cylinders are equal.

4.The ++ operator to add 1 to the radius of the cylinder.

Testing: You must complete the following.

1. Create a main program to test your code.
2. Create 2 cylinders.

CCylinder cylinder1(4, 6);

CCylinder cylinder2;

3. Test each of the 4 overloaded operators with these circles.

Upload your entire zipped solution to Blackboard.

**Grading Rubric**

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Points Possible** | **Points Earned** |
| Code is commented thoroughly. There is pseudocode | 10 |  |
| Program compiles | 5 |  |
| Names are meaningful | 5 |  |
| << | 20 |  |
| + | 20 |  |
| = | 20 |  |
| ++ | 20 |  |
| **Total** | 100 |  |